

AMENDMENTS TO THE CLAIMS

This listing of claims will replace all prior versions and listings of claims in the application.

Listing of Claims:

1. (Currently Amended) A method of interacting with a monitor, comprising:
modifying a portion of an output displayed on a monitor by tracking an eye gaze and by monitoring ~~and~~ an input indicator on the monitor that reflects a user's activity, wherein the output compromises at least part of a stationary target object representing an interactive component comprising at least one of a button, a scroll bar, a hyperlink, or a menu;

wherein tracking the eye gaze comprises monitoring a user's eye movement in a direction of the stationary target object, and further monitoring a trajectory of the input indicator on the monitor;

wherein the portion of the output is modified upon detecting the coincidence of the user's eye movement and the input indicator trajectory in the direction of the stationary target object;

identifying the stationary target object through eye-gazing tracking by identifying at least one particular pixel being gazed at by the user;

wherein modifying the portion of the output comprises selectively expanding a target object region in the portion of the output; and

wherein modifying the portion of the output further comprises selectively contracting a region surrounding the target object region in the portion of the output, to compensate for the expanded target object region; and

further monitoring the input indicator to detect renewed activity comprising at least one of a detected movement of a cursor or a detected movement of the user's eye and, in response to the detected renewed activity, restoring the target object to an

unmodified size and restoring the output displayed on the monitor to an unmodified appearance.

2-5. (Cancelled)

6. (Previously Presented) The method according to claim 1, further comprising determining a modification time based on data derived concurrently from the user's eye gaze.

7. (Previously Presented) The method according to claim 1, further comprising determining a motion direction of the input indicator.

8. (Previously Presented) The method according to claim 1, wherein identifying the target object is based on data derived concurrently from the eye gaze and the direction of movement of the input indicator.

9. (Original) The method according to claim 1, further comprising identifying the portion of the output based on boundaries of interactive graphical user interface components.

10. (Cancelled)

11. (Previously Presented) The method according to claim 9, further comprising expanding the interactive graphical user interface components to permit interactivity.

12. (Previously Presented) The method according to claim 1, wherein the input indicator is inputted by an input device that comprises any one or more of: a mouse,

a touch screen, a tablet computer, a personal digital assistant, a stylus, and a motion sensor.

13. (Previously Presented) The method according to claim 1, wherein transforming the portion of the output comprises transforming the stationary target object into a larger target object larger than the stationary target object by increasing the stationary target object in size and hiding an area of the monitor that is covered by the larger target object.

14. (Previously Presented) The method according to claim 1, wherein transforming the portion of the output comprises moving one or more objects on the monitor toward one or more edges of the monitor to accommodate a change in appearance of the stationary target object.

15. (Previously Presented) The method of claim 13, wherein transforming the portion of the output comprises reducing a size of one or more objects located adjacent the larger target object to accommodate a change in appearance of the larger target object while maintaining an original appearance of a remaining portion of the output.

16. (Previously Presented) The method according to claim 12, further comprising restoring the stationary target object and the monitor to an original appearance when any one of the eye-gaze or the input device indicates that the stationary target object has been deselected.

17. (Currently Amended) A system for interacting with a monitor, comprising: means for modifying a portion of an output displayed on a monitor by tracking an eye gaze and by monitoring an input indicator on the monitor that reflects a user's activity, wherein the output comprises at least part of a stationary target object representing an interactive component comprising at least one of a button, a scroll bar, a

menu, or a hyperlink;

wherein tracking the eye gaze is implemented by a means for monitoring an eye movement in a direction of the stationary target object, and by a means for monitoring a trajectory of an input indicator on the monitor;

wherein the portion of the output is modified upon detecting the coincidence of the user's eye movement and the input indicator trajectory in the direction of the stationary target object;

means for identifying the stationary target object through eye-gaze tracking by identifying at least one particular pixel being gazed at by the user;

wherein the means for modifying the portion of the output selectively expands a target object region in the portion of the output; and

wherein the means for modifying the portion of the output further selectively contracts a region surrounding the target object region in the portion of the output, to compensate for the expanded target object region ; and

wherein the means for monitoring an eye movement performs further monitoring to detect renewed activity comprising a detected movement of the user's eye, and the means for monitoring a trajectory of an input performs further monitoring to detect renewed activity comprising a detected movement of a cursor and, in response to the detected renewed activity from at least one of the means for monitoring an eye movement or the means for monitoring a trajectory of an input , the means for modifying the portion of the output restores the target object to an unmodified size and restores the output displayed on the monitor to an unmodified appearance .

18. (Previously Presented) The system according to claim 17, further comprising means for identifying the stationary target object through eye-gaze tracking.

19. (Previously Presented) The system according to claim 18, wherein the

means for identifying the stationary target object identifies the stationary target object based on data derived concurrently from the eye gaze and the direction of movement of the input indicator.

20. (Currently Amended) ~~A software program product having instruction codes stored on a storage medium, for interacting with a monitor, the program product comprising:~~

- ~~—— a set of instruction codes for modifying a portion of an output displayed on a monitor by tracking an eye gaze and by monitoring an input indicator on the monitor that reflects a user's activity, wherein the output comprises at least part of a stationary target object representing an interactive component comprising at least one of a button, a scroll bar, a menu, or a hyperlink;~~
- ~~—— wherein tracking the eye gaze is implemented by a set of instruction codes for monitoring an eye movement in a direction of the stationary target object, and by a set of instruction codes for monitoring a trajectory of an input indicator on the monitor;~~
- ~~—— wherein the portion of the output is modified upon detecting the coincidence of the user's eye movement and the input indicator trajectory in the direction of the stationary target object;~~
- ~~—— a set of instruction codes for identifying the stationary target object through eye-gaze tracking by identifying at least one particular pixel being gazed at by the user;~~
- ~~—— wherein the set of instruction codes for modifying the portion of the output selectively expands a target object region in the portion of the output; and~~
- ~~—— wherein the set of instruction codes for modifying the portion of the output further selectively contracts a region surrounding the target object region in the portion of the output, to compensate for the expanded target object region.~~

A computer program product for interacting with a monitor, the computer program product comprising a storage medium readable by a processing circuit and

storing instructions for execution by the processing circuit for facilitating a method comprising:

modifying a portion of an output displayed on a monitor by tracking an eye gaze and by monitoring and an input indicator on the monitor that reflects a user's activity, wherein the output compromises at least part of a stationary target object representing an interactive component comprising at least one of a button, a scroll bar, a hyperlink, or a menu;

wherein tracking the eye gaze comprises monitoring a user's eye movement in a direction of the stationary target object, and further monitoring a trajectory of the input indicator on the monitor;

wherein the portion of the output is modified upon detecting the coincidence of the user's eye movement and the input indicator trajectory in the direction of the stationary target object;

identifying the stationary target object through eye-gazing tracking by identifying at least one particular pixel being gazed at by the user;

wherein modifying the portion of the output comprises selectively expanding a target object region in the portion of the output; and

wherein modifying the portion of the output further comprises selectively contracting a region surrounding the target object region in the portion of the output, to compensate for the expanded target object region; and

further monitoring the input indicator to detect renewed activity comprising at least one of a detected movement of a cursor or a detected movement of the user's eye and, in response to the detected renewed activity, restoring the target object to an unmodified size and restoring the output displayed on the monitor to an unmodified appearance .

21. (Currently Amended) The ~~software computer~~ program product according to claim 20, further comprising ~~a set of instruction codes~~ instructions for identifying the

stationary target object through eye-gaze tracking.

22. (Currently Amended) The ~~software~~ computer program product according to claim 20, ~~wherein the set of instruction codes~~ further comprising instructions for identifying the stationary target object identifies the stationary target object based on data derived concurrently from the eye gaze and the direction of movement of the input indicator.